

DETAILED RULINGS

Resolving Simultaneous Effects:

The player whose turn it is chooses the order to resolve simultaneously triggering effects. If multiple effects change where a card would go, the player whose turn it is chooses only one.

Equipped Cards:

When a character leaves the field, all cards equipped to it become unequipped and go to the same zone.

Tokens:

When a character leaves the field, remove all damage and status tokens.

(Note: being placed under another card is considered leaving the field.)

Misc:

- If an effect requires you to look through your deck, shuffle it before you return it.
- Providing you can pay the cost, abilities can be activated even if you cannot fulfill the effect.

For example, if an ability's effect is to "Draw a card" but you don't have any cards left in your deck, it is still legal to activate that ability.

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General Advice for Solving Issues

Shards of Ophelia has a simple engine of actions that can lead to complex situations. Not all interactions have been discovered, let alone documented, so the following is general advice for resolving questions on rulings.

1. When resolving abilities, always resolve as much of the ability as possible. For example, if an ability reads “Draw 2 cards, discard 1 card” but you only have 1 card remaining in your deck; draw that 1 card and discard 1 card.
2. When an effect resolving would result in multiple contradicting outcomes, the player whose turn it is decides which takes precedence.
3. If aspects of a cost/effect are unspecified, you choose the specifics. For example, if an ability reads “send a card from your deck to your forgotten zone”; you choose which card.

If you are unable to resolve a ruling without common sense, the Quick Start Rules, Detailed Rulings, or Faction Reference Cards PDF, write your questions to opheliaccg@gmail.com.